



ETERNAL QUEST



midas
interactive entertainment

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

SLES-51624

1 Player • Memory Card (8MB) for PlayStation®2: 80KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

setup



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the ϕ /RESET button. When the ϕ indicator is green, press the \triangle button. The disc tray opens. Place the "Eternal Quest" disc on the disc tray with the label side facing up. Press the \triangle button again and the disc tray closes. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on. To save game data make sure there is at least 80KB of free space on your memory card (8MB) for PlayStation®2 before commencing play. "This game supports MEMORY CARD slot 1 and MEMORY CARD slot 2."

The STORY

The terrible war between Shogun Kagekora and the Realm King Higul has plunged the world into starvation and plague, and let the dogs of ambition and greed loose across the lands. This evil has also found its way far to the north of the capital, in the village of Jinuma. Malice has also found its insidious way here. Upon the traveller's arrival, the last of the corpses were being piled high. He could hear the melody of a lute plucked by hands that could not be human, and a voice filled with madness echoed between the black clouds and frozen earth. To the shrine of death at which the handmaiden pointed, the traveller carried his faith... Coming to rest in front of the shrine, a grotesque form was revealed. "So, this is the fearsome Champion..." Whispering into the wind, the lute player dissolved into darkness. The traveller's name was Gyokuro. The Champion of Millions, ordered by Kagekora to wipe out the encroaching Demons. Gyokuro gave an undaunted smile, and stepped forward into the gaping maw of the shrine...

STARTING THE GAME:

Once the game has booted you will be taken to the Title screen via the Publisher and Developer logos. These logos can be skipped by pressing the  button. Once at the Title screen, use the  button to proceed to the MEMORY CARD slot selection screen. Once you have chosen a MEMORY CARD slot, you must choose a 'Chapter' to continue an existing adventure or start a new one.

Once you have made your selections the game will begin and you must set out on your never-ending journey.

GAME CONTROLS:

Please note that Eternal Quest uses the Analog Controller (DUALSHOCK®2).


Eternal Quest uses the following control setup:


This game does not support a digital controller.


Directional buttons Make selections at menu screens / Move character.


Left analog stick Move character.


Right analog stick Change character direction.


 button Confirm menu selections / Throw weapon.

 button Cancel menu selections / Enter in-game menu.

 button Attack

 button Defend.

 button Toggle in-game map ON/OFF.

 button Exit Title screen.

PLAYING ETERNAL QUEST

Eternal Quest sees you progressing through a series of increasingly difficult dungeons trying to unravel the evil mystery of Jinuma Village. You must guide Gyokuro through each dungeon map, searching for the trapdoor that will take you down to the next level. Your abilities and weapon strength will increase as you go, but unfortunately so will the power of your enemies.

Demons will attempt to thwart your quest at every turn. Use your map to plot your route to victory, making the best use of the weapons and armour you find as well as magic spell books and other mysterious relics. Good luck, brave adventurer...

THE IN-GAME DISPLAY

The in-game screen contains the following information to help you get the most from Eternal Quest:

1.) Weapon Durability

As your weapon decreases in durability one of the blue lamps on this gauge is replaced with a dark blue one. Once the gauge is entirely dark blue, the weapon breaks and can no longer be used.

2.) Floor Number

This shows the number of the current dungeon floor you are exploring.

3.) Experience Level

This shows Gyokuro's current experience level. This is explained more within the Status Menu text later on.

4.) hp gauge

This represents Gyokuro's health level. As he is attacked the red gauge decreases in size, although it will build up when a healing item is used, or simply over time. If the red gauge is completely depleted Gyokuro will die and the game will be over.


5.) Information text

This text provides an account of what is happening in the game, i.e. when Gyokuro or an enemy attacks, dodges etc. or when an item is picked up or used.

6.) Map

The map is gradually filled out as you progress. The map depicts Gyokuro as a white dot, enemies as red dots and items/equipment as yellow dots. Exits appear as a white square or a blue circle. Although rooms and their contents are instantly mapped when you enter, corridors are only mapped as you move through them.

THE STATUS MENU

Pressing the  button during a game will bring up the status menu. From here you can access the following options:

Item

This option lets you perform actions using the Items you have discovered throughout your quest. Once you have selected an item you can choose to Use, Equip/Remove, Discard or Throw the Item.

Text and icon information regarding the abilities of an item are detailed at the bottom of the display within the blue Information text box.

Equipment

This option lets you Equip/Remove, Discard, or Throw weapons and armour you have found during your quest. When you highlight an item in the Equipment menu, its effect on your Status (e.g. a sword may increase or decrease your Attack rating) is shown in the Status menu at the right of the display. An increase in status is marked in green, while a decrease is marked in red.

Text and icon information regarding the abilities of your equipment can be found at the bottom of the display within the blue Information text box.

Jewels

This unleashes the power of the mystic jewels you carry with you. The point where you activated the jewel on the map will pulse with energy, helping you vanquish your enemies when you are stood over this zone of effect.

Settings

This option allows you to choose between Stereo and Mono sound.

Save and Exit

This option enables you to save the game and exit to the Title screen.

STATUS INFORMATION

The right hand side of the Status menu screen shows your current abilities, listed in the following order:

Level

This shows Gyokuro's current level. As his level increases his hp, Attack, Defence and Mana levels will grow.

Exp

This represents the amount of experience Gyokuro has gained. He gains experience by defeating enemies. Experience gained increases Gyokuro's Level when it increases above a certain amount.

hp

This shows Gyokuro's health. The number on the left shows his current health. The right-hand number shows his maximum health limit.

Attack

This shows Gyokuro's current attack power. Equipping new weaponry can increase or decrease this total.

Defence

This shows Gyokuro's current defensive power. Equipping new armour can increase or decrease this total.

Mana

This shows the total of Gyokuro's magical ability. Using magic items will decrease the amount of Mana he has available.

Status



Your character's current status is represented here. This is affected by the equipment you use, and by the attacks of some enemies. Each status is represented by an icon and will light up when your character is under its influence. These icons have the following meanings:



Poison: hp decreases at regular intervals

...



Plague: hp decreases hugely at regular intervals

...



Fire: hp decreases a set number of times

...



Paralysis: Movement becomes slower

...



Frost: Cannot move for a set time

...



Necromancy: hp of target drops to 1 and then remains static. No EXP awarded.

...



Hesitant: Attack decreases 20%

...



Illusion: Both your presence and form disappear

...



Insane: Defence decreases 20%. Attack increases 20%.

...



Charm: Can no longer attack. Defence increases 100%.

...



Doom: hp MAX decreases 50%.

...

EQUIPMENT ICONS

Some of the equipment you find in the dungeons of Jinma Village is endowed with power beyond that of normal weaponry. When magical powers are present within weapons or armour, icons will appear within the item's description text at the bottom of the game screen. These icons have the following meanings:

WEAPONS ABILITY ICONS



Heaven



King



Lord



Emperor

Weapons with these icons have no special properties.

...

THRUST: A weapon with "thrusting" power (Attacks multiple enemies if they are lined up.)

Forked: A weapon with multiple attacks (Attacks enemies in 3 frontal positions.)

Hundred: A weapon with multiple attacks (Attacks enemies in 5 frontal positions.)

...



Earth



Wild



Country



Gold

Armour with these icons has no special properties.

...

Life: A piece of armour that raises hp.

Power: A piece of armour that raises attack.

Hard: A piece of armour that raises defence.

Speed: A piece of armour that raises agility.

Luck: A piece of armour that raises luck.

...



Centre



Star



Moon



Cloud



Sky



Wind



Rain

Weapons or Armour that possess no enhancements.



Snake



Octopus



Moth



Crab



Cicada



Butterfly



Bee

Weapons or Armour that possess the enhancement 'Poison'.



Dragon



Wurm



Phoenix



Oni



Demon

Weapons or Armour that possess the enhancement 'Plague'.



Tiger



Lion



Wolf



Rat



Fox



Leopard



Beast

Weapons or Armour that possess the enhancement 'Fire'.



Pearl



Riches



Ruby



Jade



Crystal

Weapons or Armour that possess the enhancement 'Paralysis'.



Iron



Brocade



Gold



Copper



Silver



Ore



Brass



Lead

Weapons or Armour that possess the enhancement 'Frost'.



Ivy



Grass



Flower



Bloom



Leaf



Lotus

Weapons or Armour that possess the enhancement 'Necromancy'.



Tide



Wave



Whirlpool



Stream



Lake



Ocean



River

Weapons or Armour that possess the enhancement 'Hesitant'.



Illusion



Dream



Spectre



Vision



Nightmare



Sleep



Blind

Weapons or Armour that possess the enhancement 'Illusion'.



Falcon



Swallow



Sparrow



Eagle



Crow



Heron



Dove

Weapons or Armour that possess the enhancement 'Insane'.



Joy



Love



Affection



Prayer



God



Blessing



Respect

Weapons or Armour that possess the enhancement 'Charm'.



Doom



Curse



Death



Evil



Shadow



Night



Darkness

Weapons or Armour that possess the enhancement 'Doom'.

WEAPONRY CLASSIFICATION ICONS



Katana



Sword



...s Katana



...s Sword

Weapon class: Blade



Spear



...s Spear



Shortspear

Weapon class: Spear



Claw



Short knife



Needle



Short sword



Handspear

Weapon class: Short Blades



Dart



Needle



Pick



Spike

Weapon class: Dart

ARMOUR ICONS



Armour



Suit



Jacket



Coat



Protector

Armour type: Body



Bracelet



Gloves



Bracers

Armour type: Hands



Helmet



Headband



Hood

Armour type: Head

Midas Interactive Entertainment Ltd Credits:

Production: Alasdair Evans

Production: Daren Morgan

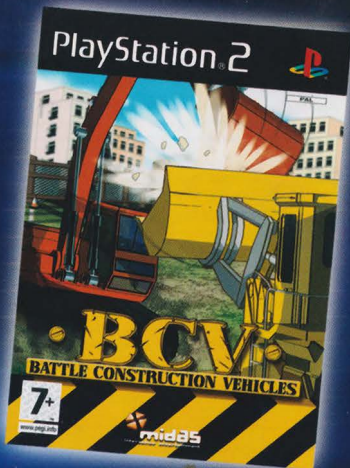
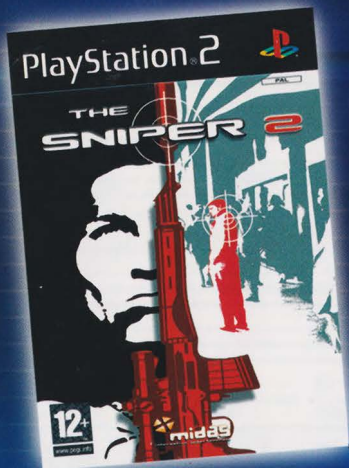
Art Direction: Mark Gierszewski

Development and Product Acquisitions Manager: Steve Morgan

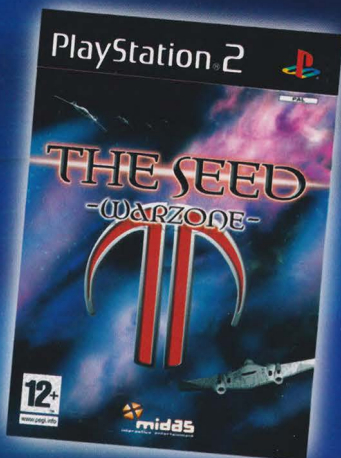
QA Testing: Khaled Lababedi

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